



Volume V, #24

BORIS THE SPIDER

A Journal of Duplicitous Goings, Raw Power, and Naked Greed

"Oh, what a tangled web we weave
When first we practice to deceive."

---Sir Walter Scott---



12 Dec 96

HAPPY HOLIDAYS!

Both Boris and Mi Nar extend Season's Greetings to all of our subscribers and traders. For your present, you get an extra week to scheme and plot.

The line up for 'Boris XI' is far in. Anderson, Goranson, Gonor, Hanks (if needed as a 7th), Martinson, and Wilson--still a players shy. Might get Fryling or Patrick back soon.

STANDBY ALERT: We have openings for the following positions:
England and Russia in 'Boris IX'
Italy in 'Boris X'

Interested parties send orders for next turn (including votes in "Boris IX").

BORIS'S BULLETIN BOARD

THOUGHT FOR THE MONTH: He who fears being conquered is sure of defeat.
---Napoleon

The *Zone Register* #27 is out. ZR is a review of all known DIPs in the country and a few in Europe and the Pacific. For a copy, send \$2 to Michael Lowery (address on p 19).

Rich Goranson is starting an e-DIP e-zine, *That's Armageddon!*, and is looking for some players. All games start are free and run on a one-week deadline. Offered at the moment are DIP, Caribbean DIP, Modern DIP, Colonial DIP, & African DIP. Others on request if enough players can be recruited. Contact Rich at forlorch@aol.com.

John Boardman is looking for a replacement **BRITANNIA** player for a game presently in Turn 7. For more info, send him a SASB. See page 19 for address.

Both Rich and John are looking for **EMPIRES OF THE MIDDLE AGES** players. Contact them for details.

BOOS & KUDOS

This month's Madame Bolduc Press Excellence Award (and free issue) goes to Dan Ferguson for the obituaries in **MAGICAL REALM**.

This month's *Mi Nar Super-Sunday Bomb* is lobbed at Rudy Zodia for his third set of double NMBs in four months.

PERSONAL COMMUNICATIONS HERE:

DEADLINE FOR ALL GAMES IS NOON (CST) 11 JAN 97



PERCE REPROPOSED!

Dave Deposes Rudy!

Fall 1989

IX

1995X

CLEARWIND: The Austrian juggernaut is beginning to lose steam as it passed up a chance to pick up its 17th center by ignoring NWY. Given that its borders with Italy are secure only the British can stop the annexation of NWY and SWE (and control of 18 centers) in 1910. SPA too is somewhat vulnerable.

TROOP MOVEMENTS

Austria builds A BUD. England retreats F SPA(ac)-Por

ALS (Wilson): A Fin S RUS A Swe. (A StP-Lyn). (A Pru-Lyn). A Ber S A Kle. A Mun S A Kle. A Ruh S A Kle. A Kle S A Ruh. A Boh-Sil. A Tr H. F Gre H. (F Spa(ac) S ITA F Wes-Mid)(new)

ENG (Anderson): A Par H. F NAP-Mid. F Mid-Eng. F Gas-Bre. F Eng-Nth. F Por S F NAP-Mid.

GER (J. Shacklett): F Bel S F Den. F Den H.

ITA (Fraser): F Tun-NAl. A Mor-Gas. F Wes S F Tun-NAl. A Pie H(u). A Bur S A Mor-Gas. F Rep-Tyr. A Bel H. F Ion-Tun. A Hol S A Bri.

RLS (Meinick): NMR. A Swe H(u).

New Proposal: A/I draw

Orders in brackets fail; d = unit destroyed due to lack of valid retreat; imp = impossible; not = not own unit; not = unit not so ordered; nap = no such place; nu = no such unit; oth = off the board; otm = unit on the move; (u) = unit unordered.

Due next time are votes (NMR = Yes) on an "A/I draw" and orders for Spring 1989

SUPPLY CENTER CHART

ALS: Bud Tri Vie Gre Ser Bai Can Rom Ser War Mos Mun Ber St P
= Kle + Spa

(16) Build 4*

ENG: Edi Lon Lpl Por Bre - Spa Par

(6) Breen

GER: -Swe -Kle Den

(1) Tear

ITA: Nap Rom Ven. Tin Smy Ask Mar Bel Hol

(9) Even

RLS: Nwy +Swe

(2) Build 1**

* But has only BUD and VIE open, so can only build 2
** But has no home centers, so cannot build.

EMBASSY BEAT

King David to sit: I'll hold the Atlantic against all comers.

---"ACHILLEUS" (continued from p 4)

Anglo-Saxons (Oll): 1A @ BSts (1Pill. r-CEu), 2F @ Nth (2,2-5, 5,5-6 -2OF

607AS (Q): Play "Barbarian Hordes" in Alps. CEu (8,3-1; 4,4-5 -1Pill). Play 1A @ Dan (1Pill r-Dal), 3A @ Dal (5,1,5,4, 4,1-6,5; 6,2,5,8 -2Pill, 2OIV). 3A @ NAP (5,9-6; 4,3-4; 6,2-1; 4,1-5; 6,5-3 -2Pill, 2OIV). 1A @ SAp (5,2-1 -1Pill, C +c). 2A @ CEu (4,2,5,1; 3,3-4,1 -3OIV). Score 38 + C(1x2) + c(1) + M(1x2 +1) + Mid E(P=3) + India(P=9) + S Eur(P=3) + N Eur(P=2) = 63.

MANS(B): Play 1A @ WSt (1Pill r-Dni), -

S(2AE (SP/VP): A(28/63), C(22+/43x), R(23+/47+), B(59/56+), D(38/63), P(58+/74+).

Due next time are your orders for the rest of Epoch IV and maybe even pass/hold for Epoch V if things move well enough.

THE 2048P:

AI: GlA, OPI; AIII: A(b(AM), Cau, EAn, Rlg, NDe;

AIV: Cep, Eds(C,AM), EOn, Mal, Mek, SIK, Sum

BII: WDe; BIII: CMA, Pyr, WGa, Wib

QII: We(2,C,OM), YAn; GIII: Cne, Str, GaD(c, RM), GVC(C,OM), Ir, Sse(f), Yel(c, f)

QII: BSts, Hin; OIII: PPK(OM), Tur, Zag(C); OIV: Dal, Dan, NAP, SAp(c, PM).

P1: UN(c, f); PII: CAm(C), Gu, Nil(AM), Nub

PIII: CEu, Cre(c), Dni, Irc, Lev(AM), Lkr, MT(c, PM), Mar, Pal, Pin(v, BM), Sha(PM), Sth

Tar(PM), Uti(RM), Wan, WSt

RII: Bel; RIII: GaV, Lin(RM), PSD(2), Uln(c, BM).

WI: LTI(2, C, F)

Fleets: BoD(A), EMS(P), Nth(P), SCB(Q), SoG(G), WMS(P)



Italy in Civil Disorder!



Spring 1985

1996Q

MINAS MORGUL: Italy and Austria continue to crumble to Turkey's benefit. The West hasn't yet decided how it is to be the odd man out, although it is likely to be France. Russia awaits his chance.

TROOP MOVEMENTS

Austria retreats A RUM to GAL. Germany retreats A BUR to RUH. Austria forgels its fear, so GM tears A GAL under Rule XIV.4. England tears F SKA. Germany builds A MUN. Turkey builds F SMY.

AUS (J. Shacklett): A Tri S A Rud-Tri, A Bud-Tri, (A Gal-Bud)(nsu);
 ENG (Pisher): F Nwy-Nth, F Eng-Brc, A Pic S F Eng-Brc, A StP H, A Fin-Nwy;
 FRA (Deh Osborne): (F Lyo-Mar), F Wes-Tyn, A Gas S A Bur-Par, (A Mar-Bur), A Bur-Par;
 GER (Boym): (A Mun-Bur), A Ruh S A Bel, A Bel H, A Kie-Den, F Den-Nth, F Swe H, A Ber-Sil;
 ITA (Zadda): NMR, F Alb H(u), F Adr H(u), A Tri H(u), A Ven H(u);
 RUS (Anderson): A Sev-Nos, A War-Lvn, F Pru-Bal;
 TUR (York): A Ser S A Rum-Bud, A Gre S A Ser, F Bla S A Bul-Rum, A Rum-Bud, A Bul-Rum, F Aeg-Ion, F Smy-Eas.

Orders in brackets fail; d = unit destroyed due to lack of valid retreat; imp = impossible; nsu = unit not so ordered; nsp = no such place; nsu = no such unit; otf = off the board; otm = unit on the move; (u) = unit unordered.

Italian A Tri must retreat nth or to VIE.

Due next time are retreats and orders for Fall 1985.

EMMAHNY BEAY

Berlin-Paris: I saw your sly offer to England. That's very naughty.

Berlin-London: Don't listen to the Frog.

London: The Queen's Government strongly objects to the Foreign Press referring to England as Germany's "stange"! The preferred term is "Imperial Lacky".

Paris-All: All right. That's ill. Everybody out of France!!

Paris-Berlin: If you boys want to go play, find another playground. This one is mine.

Paris-London: Do you always invade Germany via France? Do you need swimming lessons? We'll be glad to provide some.

Scapa Flow: The Royal Navy announced a catastrophically...Very bad, in fact quite horrible, accident by a squadron of Warships on a mission in the Skagerrak near the Danish capital. Early morning fog concealed the sailing of the German High Seas Fleet and in a valiant effort to prevent an incident that might harm the Motherland dashed themselves to their end on the rocks. The Home Fleet is returning from Norway with the remains.

ROME WORLD PRESS REVIEW

France Freedom-Fiery French Femmes Fling Flapjacks for France. Details p 44.

CLASSIFIED

F-G: _J_ didn't say that, but I wish I had.



ACHILLEUS

EPOCH III & IV

EPG 2.C.-790 A.D.



TAE 437:

Dan Farrow;
Debbie Geborne;
Paul Zieske;

Red
Azure
Purple

Chuck Wilson;
John Bryden;
Dave Anderson;

Green
Black
Orange

We will play with colored monuments, fortresses, Persistence of Culture, US Navy (may play a 1P in either Atl or Pac as well as Cas), and Epoch VIII.

THE ADAP:

All: Dan; All: Alb(AM), Cau, CE, Dni, EAn, Hg, HOa, Zag.
Bl: GPC, Yel(2.C.F); Bl: EDe, EGh, GaV(f), Uln(2.C.F.BM), WDr, Bll; CMA, Dal, Lev(AM).
Mor, NAp, Pin(C.BM), SAp, Sha(PM), Pyr, Sib, WGa, Wfb
Gl: Cre(C); Gll: Che, Wei(2.C.GM), Yan.
Ol: Mtl(C); Oll: Bal, Hin, PPl(C,OM, Democracy, Law, Philosophy), Tar(PM), Tur.
UTM(RM).
Pl: Lin(0.RM), UN(e.f), Pl: Lib, Nil(AM), Nob:
R: PSD, Rll, Pal;
Wl: LTI(2.C.F).
Pleas: EMS(B), WMS(P).

EPOCH III (cont):

KARYANS (R): Play "Civil War" @ Bal (5.3.4-10II), PPl (4.1.6; 5.3.4-10II), C, Law.
Democracy, Philosophy +c). Tar (3.2.5-1RII) Play 1A.C.BM @ GaD, 1A @ GaV (5.3.1+1-1RII), 5A @ Uln (6.5.1+1; 5.3.5+1; 5.9.6+1; 5.4.6+1; 5.3.6+1; 5.3.9+1-4RII, 2BII, C.2 +c).
Lin (6.2.5-1P1.c), 1A @ PSD (1-RII), 1A @ Zag (5.5.1-1AII). Score: 22 = C(1x2) + c(1) + M(1x2) + 4 = Mid E(D=6) + India(D=6) + S Europe(P=3) + SE Asia(P=1) =

HAN & NASTY (O): Play "Allies" and "Siegecraft". Play 1A.C,OM @ GPC (1B1r-Yel), 1P @ SoJ, 1A @ Yel (3.2.4; 4.2.4; 4.3.2; 5.6.1-3B1.C +c), 1A @ Che (1-10II), 1A @ Sha, 1A @ Sse, 1A @ Irr, 1A @ Mal, 1P @ SCS, 1A @ Sin, 1P @ GPC, 1A @ GaD (4.4.3.2-1RII, C +c), 1P @ Yel, 1P @ Sse. Score: 19 = C(3x2) + c(2) + M(2x2) + 1 = S(2) + China(D=6) + India(P=3) + S Eur(P=5) + SE Asia(D=2) = 48.

HS/MG:AM: No show.

KARYANS (Pl): Play 1A.C @ CAM, 1A @ Gur.

KORANS (P): Play "Leader". Play 1A.C,PM @ SAp (1B1r-NAp), 1P @ EMS (5.3.2; 1-10P), 1A @ Lib (1-1PII), 1A @ Sha (6.2.1.4-1BII), 1A @ Sse (6.2.1.4-1BII), 1A @ Mor (6.4.3.4, 5-10II), 1A @ Pin (5.2.1.1-10II), C +c), 1A @ Dal (6.4.4.2-1BII), 2A @ Dan (6.2.1.6, 6.3.2.6; 6.3.2.2-1PII, All), 1A @ Dni (6.6.4.6; 5.1.1.2-1AII), 1A @ BSh, 1A @ CEu (6.2.1.4; 6.5.4.3-1PII, All), 1P @ Nth, 1A @ Ire, 1A @ WSc, 1A @ Tur (6.5.2.5-10II), 1A @ Tar (6.5.1.3.1-10II), 1A @ Wan, 1A @ Les (3.3.2.1-1BII), 1A @ Pal (5.2.1.3-1RII), 1A @ UTI (6.4.4.3-10II.c), 1A,PM @ Mtl (6.5.2.3-10II.C +c), 1A @ Cre (6.5.1.5-10II.C +c). Score: 32 = C(2x2) + c(4) + M(4x2) + 4 = S(3) + Mid E(D=6) + N Afr(C=6) + China(P=3) + S Eur(D=6) + N Eur(D=2) = 78.

SASSANPS (O): Play 1A.C @ Zag (1RII, r-PSD), 1A @ PPl (4.4.3-1RII.c), 5A @ Tur (2.2.3; 5.3.5; 5.2.6; 3.1.3; 5.2.5; 1.1.4; 4.1.4; 2.2.3; 5.5.3-4CII, 1PII), 2A @ Tar (2.1.4.2; 2.2.3; 2-10II). Score: 35 = C(1x2) + M(1x2) + Mid E(P=3) + India(P=3) = 45.

SKORE (SP/VP): A(20/31), G(22/48), R(22/47), B(25/56), O(28/63), P(38/74).

EPOCH IV:

Azure held, Green passed to Purple, Red passed to Black, Black passed to Red, Orange holds, Purple held to pass to Green.

OPTAS (A): Play "N American Migrants" (1A @ GLa @ GPI). Play "Weaponry". Play 1A.C @ GDe (1B1r-EGh), 1P @ SoJ, 1A @ Cey, 1A @ Sum, 1A @ Mal (4.1.1.4-10II), 1A @ Mel, 1A @ SkK (5.1.1.3-10II), 1A @ EGh (4.1.2.2.1; 1.2-2BII). Score: 31 = C(1x2) + M(1x2) + S(1) + Mid E(P=3) + China(P=3) + India(P=3) + N Eur(P=2) + SE Asia(D=4) = 59.

---Continued on p. 2

DOWN WITH THE KING

Seduction Thwarted!
King George Overthrown!!
Turns 6/7



The Cast (in Turn 7 modernized order):

Countess Mary (#64): 8/25 PP, 1 IP, 15C, #34, #21, Bro John, #44, #54, #11
Earl Michael (#15): 1/29 PP, 3 IP, 15C, #36, #51, #35(H), #45, #24
Marquise Elizabeth (#62): 15/14 PP, 39 IP, 15C, #55(H), #56, #52
Earl Richard (#14, MC): 55/31 PP, 21 IP, 12C, #41(H), #13, #46, Pr Alan, #25
Marquise Ruth (#63): 10/26 PP, 1 IP, 12C, #53(H), #12, #16, #42, #61, #21, #65

The Cabinet:

Monarch: King George (60 Aug)

Navy: Sir James (#22)

State: Duke Marley (#44)

Treasury: Knight William (#26)

Spies: Sir Drew (#11, Ma)

Sandarkan: Sir Charles (#24)

City States: Sir Malcolm (#13, Ru)

Consent: <Vacant>

High Minister: Lord Percival (#31, Ri)

Army: Duke Roland (#42, Ru)

Justice: Earl Duncan (#34, Ma)

Beyrnan: Earl Maxwell (#32)

Crown: Knight Dale (#25, Ri)

Treasury: <VACANT>

ROYAL DEATHS: Alfred, Almyr, Catherine, Phillip

Turn 6 (continued)

3. Player Turns:

Countess Mary plays an "Informer" card to thwart the seduction of Duke Marley.
Neither side modified the Scandal Table: 9 = Rumors Unsubstantiated—No effect.
Earl Richard on Sporting Table: 12+2 Champion +25 PP.

Turn 7 (continued)

1. Crown Event: Two Political Problems: War with all countries (Minister of the Army, Duke Roland: 5 = unresolved), and Townsmen Unrest (High Minister, Lord Percival: 5, unresolved).

5. Player Turns:

Countess Mary: Play "Gain 13P card". Propose to Duke Marley (2 = Proposal rejected).
Roll on Fashion Table: 8+3 = 10 = Elegant (+5 PP). Bro John attempts to usurp the crown!!

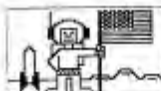
Usurpation Resolution:

John (the Brother): 15x3 = 45. Countess Mary: 26. Faction: 121. Army Support: 1x7 = 7.
Townsmen Support: 6x5 = 30. & Townsmen Support: 3x5 = 15 = 91.
King George: 10x3 = 30. NCs: 22. NRCs: 18. Monarch's Support: 10 = 80.

Success! George dies in the coup. John is now monarch. Next Crown Event is automatically a Court Ball. If John still on the throne at the end of Turn 10, Mary's faction will win. John's Support number is 50.

We halt things here to let all reevaluate the political wind. Due next time are any changes to your Turn 7 orders.

Countess Mary (#64): 8/26 PP, 2 IP, 15C, #34, #21, King John, #44, #54, #11
Earl Michael (#15): 1/29 PP, 3 IP, 15C, #36, #51, #35(H), #45, #24
Marquise Elizabeth (#62): 15/14 PP, 39 IP, 15C, #55(H), #56, #52
Earl Richard (#14, MC): 60/31 PP, 21 IP, 12C, #41(H), #13, #46, Pr Alan, #25
Marquise Ruth (#63): 10/26 PP, 1 IP, 12C, #53(H), #12, #16, #42, #61, #21, #65



LIFTOFF! RUTHSTROM FRIES!! More Near Disasters! 1963/64



THE CAST:

Andorra (Dave Anderson)

Duchy of Grand Fenwick (John Butitta)

Republic of Texas (Andy York)

Spain (Dan Farrow)

Sweden (Al Bergender)

Cash from '62

1 MB

0 MB

10 MB

0 MB

14 MB

'63 Budget

140 MB

97 MB

48 MB

102 MB

83 MB

ERRATA: R&D Table errors are in **BOLD>.**

1963

1. All collect budget (see above).

2. Random Events (see last issue): Spain pays 10 MB to solve Minor Problem.

Lingering Cards: (*) used this turn.

AND: Fortunate Accident: negate next satellite failure.

AND: Lose 10% on next "B" mission. *

SWE: buy additional astronaut for 1 MB.

SWE: Fortunate Accident: negate next rocket failure. *

SPA: Govt Order: Next launch must be manned (20 MB). *

3. AND: Buy two "A" (-6 MB), two "b" (-4 MB), one "B" (-12 MB), one "2" (-4 MB), (initial "3" (-30 MB)).

DGF: Buy 3rd launch site (-30 MB).

RoT: Buy two "1" (-2 MB), two astronaut (Tully Bescombe & Guido Casperdi).

SPA: Buy one "C" (-12 MB) and one "c" (-12 MB).

SWE: Buy two "A" (-6 MB), two "a" (-4 MB) & 3rd launch facility (-40 MB).

4. Conduct Research:

AND: 6 dice on "G" (-41 MB, +25%), 5 dice on "h" (-42 MB, +19%), 1 die on "B" (-4 MB, +1%).

DGF: 3 dice on "b" (-16 MB, +37%), 3 dice on "D" (-16 MB, +32%), 3 dice on "2" (-2 MB, +12%).

RoT: 3 dice on "a" (-8 MB, +30%), 3 dice on "D" (-16 MB, +24%).

SPA: 8 dice on "c" (-40 MB, +37%), 3 dice on "C" (-12 MB, +12%).

SWE: 8 dice on "B" (-32 MB, +31%), 6 dice on "D" (-12 MB, +30%), 8 dice on "EVA" (-8 MB, +29%), 8 dice on "a" (-16 MB, +28%).

5. Declare 1964 Missions: Andorra(0), Fenwick(2), Texas(2), Spain(1), & Sweden(5).

6. Spain rushes launch one month (-1 MB & -1%).

7. Spain launches Manned Lunar and Pange(C) with Gomez, Nino & Cid aboard: Lift off:

75 < 95-1-3-3%; EOB: 15 < 90-7%; EMB: 87 > 90-7 Trouble! Save 26 > 3.3 No.

Catastrophe: 77 > 50% OK; Reentry: 03 < 90-7%; Recovery: 21 < 90-7%; Failure! Add 1% to "C" and "n", 10% to Gomez, Cid, and Nino, and subtract 10 MB from budget. Spain fulfill Government order.

Texas launches orbital satellite (A1): Lift off: 05 < 99%, EOB: 10 < 95%; Power Up: 19 < 95%; Success: add 1% to "A" and "1" and +2 MB to Budget.

Texas launches orbital satellite (A1): Lift off: 51 < 90%, EOB: 61 < 96%; Power Up: 95 < 96%; Success: add 1% to "A" and "1" and +2 MB to Budget.

Fenwick launches orbital satellite (1A): Lift off: 75 < 88%, EOB: 73 < 95%; Power Up: 85 < 95%; Success: add 1% to "A" and "1" and +2 MB to Budget.

Fenwick launches manned suborbital mission (Aa with Fontaine aboard): Lift off: 35 < 59; EOB: 95 > 81%; Catastrophe: 76 > 50% no; Reentry: 70 < 82%; Recovery: 07 < 92%; Failure! Add 1% to "A" and "a", 10% to Winky, but subtract 10 MB from budget.

Sweden sends lunar satellite fly-by (-3 MB from budget).

Sweden launches a manned orbital mission, (Aa) with Lena Ramgard aboard: Lift off:

03 < 86%; EOB: 75 < 84%; Orb Act: 94 > 84%; Save 07 < 40% Yea! De-Orb Burn: 24 < 84%; Reentry 08 < 84%; Recovery: 50 < 84%; Success! Add 1% to "A" and "a", 10% to Lena and 2 MB to budget.

Sweden launches manned orbital mission (Aa) Ruthstrom aboard: Lift off: 92 > 90% use "Fortunate Accident" card to cancel failure; EOB: 48 < 85%; Orb Act: 05 < 85%; De-Orb Burn: 67 < 85%; Reentry 94 > 85%; Catastrophe: 04 < 85% Yes, Capsule & crew lost. Add 1% to "A", reset "a" to 35%, and subtract 10 MB from budget.

Andorra launches crewed orbital mission with spacewalk (AaE) with Shelby Kast aboard: Lift off: 50 < 91%; EOB: 70 < 84%; Orb Act: 89 > 84%; Catastrophe: 94 > 10% no; EVA: 03 < 98%; De-Orb Burn: 34 < 84%; Reentry 02 < 84%; Recovery: 47 < 84%; Success! Add 4 MB to budget, +1% to "A" & "a", and 10% to Shelby.

Andorra launches crewed orbital mission with spacewalk (AaE) with Screamer Kast aboard: Lift off: 44 < 92%; EOB: 55 < 85%; Orb Act: 31 < 98%; Re-entry: 02 < 55%; Recovery: 59 < 85%; Success! Add +1% to "A" & "a", and 10% to Screamer.

and add 1 MB to budget.

Andorra launches interplanetary satellite to Mars (B2). Lift off: 70% > 26-20% Mission failed. Add +1 to 'B', subtract 3 from budget

1964

1. Andorra collects 140 MB. DGP collects 41 MB. RoT collects 47 MB. Spain collects 87 MB. Sweden collects 77 MB

2. Dake Event Card

AND: Budget -10 MB Rocket Fuel Explosion: n/a.

DGP: Budget +25 MB. R&D Bonus: +1% to every R&D die.

RoT: Budget +25 MB. Altner Problem: Pay 10 MB or lose 3% to next capsule.

SPA: Budget +7 MB. Engineering Error: 50% chance of explosion on next launch.

SWD: Budget +7 MB. R&D Setback: -1% to every R&D die

Due next time will be your purchases. R&D expenditures. rush decision for 1964 and if you plan a launch (and what) for 1965.

Country	From '63	'64 Budget	Cash '64	'65 Bud
Andorra	01 MB	140 MB	141 MB	130 MB
Denmark	22 MB	41 MB	53 MB	56 MB
Texas	32 MB	63 MB	75 MB	68 MB
Spain	05 MB	87 MB	102 MB	104 MB
Sweden	19 MB	88 MB	118 MB	95 MB

R&D Status Board (%/€)

	ANDORRA		DG DENMARK		REP TEXAS		SPAIN		SWEDEN	
Prog.	62	63	62	63	62	63	62	63	62	63
1:	97/3	97/3	88/1	95/1	95/0	97/0			95/0	96/0
2:	45/1	45/1	79/1	90/1	90/1	90/1			92/1	92/1
3:		45/1			85/5	85/5	88/0	85/0	85/1	85/1
A:	92/2	92/2	86/8	88/6	89/8	91/6	87/1	87/1	89/0	91/0
B:	25/1	27/1	90/1	90/1			91/0	91/0	90/0	90/0
C:							85/1	96/0		
D:			55/1	85/1	81/8	85/8			84/1	84/1
EVA:	98/0	95/0							84/0	85/0
G:	12/1	87/1								
H:	55/0	85/0	82/3	83/3	81/0	81/0	10/1	10/1	84/0	40/0
I:			84/1	85/1					47/0	75/0
J:							72/1	80/1		
K:	10/1	20/1								
L Pac:	8	3	2	3	2	2	1	1	2	3

Astronauts:

50%: L Remgard (SWE)

20%: B Bjorklund (SWE), De Duchette (AND), Barney (AND), Gomes (SPA)

10%: A Astronautica (AND), So Kast (AND), Sh Kast (AND), A LaFontaine (DGP), E Cid (SPA), E Wind (SPA)

0%: De Duchette (AND), J Kats (AND), So Kats (AND), R Onashek (RoT), R Onashek (RoT), T Beaumbe (DGP), O Gaspard (DGP)

PRESS:

Andorra to World: To the Moon in '69 or bust!

Meanwhile - at the American Embassy in Paris, the Cultural Attache sits in his office dictating a report. His door opens and the Undersecretary enters without knocking "What's up, Bill?" the Cultural Attache asks, looking up from his typewriter with a frown.

"Remember that weirdo kid, the Senator's friend's son that was was dumped on us to babysit? The one you gave 10 bucks to the Undersecretary asks.

"Yeah," the Cultural Attache says with a chuckle "Hopefully it will take him all summer to realize there is no such thing as Grand Fenwick and it will be time for him to fly back home. It was worth the 10. You know, I've been trying to figure who in State was pulling our leg on the request to check out rocket launches from Grand Fenwick"

"Well - look what came in the mail today," the Undersecretary replied, handing the Cultural Attache an envelope embossed with a double headed eagle. The Duchy of Grand Fenwick in Moving script and addressed to The United States of America, Paris Embassy.

The Cultural Attache stared at the envelope for a minute, his frown deepening, then turned it over and opened the envelope flap. He pulled out a Polaroid picture. The snapshot was of Albert "Winky" Fontaine standing at the base of what looked like a huge gleaming metal tower with rocket fins. The Attache turned the picture over and

----Continued on p 9

ALL FIGURES ARE FOR END-OF-YEAR



1830

"???? IS ????"

OR 2 & SR 3



Apathy wins (kinda like November all over again) - Game Name: ??? IS

PLAYER STATUS

Hanna \$18, M&H, C&A, 2-PRR, 1-B&O (Priority)
 Chinnery \$95, 2-B&O, 3-C&O
 Fisher \$5, SVNR, 2-B&O, 3-PRR(P)
 Beck \$53, 4-B&O(P)
 Ringhoffer \$15, C&SL, 5-C&O(P)
 Farrow \$45, D&H, 1-B&O, 2-C&O, 1-PRR

CORPORATION STATUS

Corp	Value	Pool	IO	Par	Cash	Trains	Tokens
B&O	\$ 82	0	—	—	\$520	2-2*	2
PRR	D 76	—	4	\$76	\$760	—	4
C&O	D 71	0	—	—	\$630	1-2*	2

Operating Round #2

Private Company Dividends: +\$5 Fisher, +\$10 Ringhoffer, +\$15 Farrow & +\$15 Hanna

B&O - Lay tile #9 in H17(w) for \$80, run trains - H15-H19 for \$40 & H15-H14 for \$50, payout \$0/share dividends: +\$85 Beck, +\$10 Hanna, +\$18 Chinnery, +\$18 Fisher & +\$9 Farrow, stock moves to B90, no train purchase, treasury = (\$530-\$80) = \$450

PRR - Place home token in H12, lay tile #9 in H14(e), no train or run - stock falls to D 71, purchase 1-2* train for \$80, treasury = (\$760-\$80) = \$680

C&O - Lay tile #8 in G3(nw), run train - F1-F6 for \$70, payout \$7/share dividends: +\$35 Ringhoffer, +\$21 Chinnery & +\$14 Farrow, stock moves to D 76, buy 1-2* train for \$80, treasury = (\$630-\$80) = \$550

Stock Round #3

Hanna - Pass (Has \$72)
 Chinnery - Pass (Has \$74)
 Fisher - Pass (Has \$28)
 Beck - Buy PRR from I.O. for \$76 (Has \$13)
 Ringhoffer - Pass (Has \$90)
 Farrow - Buy PRR from I.O. for \$76 (Has \$8)
 Hanna, Chinnery, Fisher, Beck, Ringhoffer & Farrow - Pass

Stock round is over, B&O and C&O rise up and level too. A 100 and C 82, Hanna retains the priority card.

PRESS: The board of directors of the C&O wishes to congratulate the astute investors who realize the long term growth potential of their stock. A wise addition to any mutual fund.

PLAYER STATUS

Hanna \$72, M&H, C&A, 2-PRR, 1-B&O (Priority)
 Chinnery \$74, 2-B&O, 3-C&O
 Fisher \$28, SVNR, 2-B&O, 3-PRR(P)
 Beck \$13, 4-B&O(P), 1-PRR
 Ringhoffer \$90, C&SL, 5-C&O(P)
 Farrow \$8, D&H, 1-B&O, 2-C&O, 1-PRR

CORPORATION STATUS

Corp	Value	Pool	IO	Par	Cash	Trains	Tokens
B&O	A 100	0	—	—	\$440	2-2*	115/121
C&O	C 82	0	—	—	\$550	2-2*	76/121
PRR	D 71	—	2	\$76	\$680	1-2*	H12/131

Trains Available: 2 35333 4444 555 66 DDDDDD

Tiles Available: #1(1), #2(1), #3(2), #4(2), #7(4), #8(6), #9(5), #55(1), #56(1), #57(3), #58(2), #59(1)

Due for next month are orders for Operating Round #3 and Stock Round #4. (Rest assured, if any major unpredictable or surprise occurs - the round will be halted.) Orders

1856

THE GREAT WHITE NORTH

LPS REACHES DESTINATION! CITIZENS OF ST. THOMAS CELEBRATE! ORD.2 AND SR4



ERRATA: In QH3-1, the Welland Railway took another government loan, played tile #50 in Welland with connections to the north and southeast, and ran for \$270 instead of \$260. I did get the name right, though.

PLAYER HOLDINGS: (* = president's certificate, limit = 11)

Zieske	\$89	3GT*	(priority)
Chinnery	\$85	ndab, 2WR, 1LPS	
Quiet	\$77	cc, 8LPS*	
Butitta	\$34	w&s, 3CPR*	
Wardelmann	\$57	4WR*	
Farrow	\$20	soft, 4QW*	

COMPANY STATUS

Name	Price	Value	Pop	ID	Per	Treas	Loans	Trains	Tkns	Debt
GT	P2	\$110	1	6	100	\$84	3	0	P2,N11+2	K8
CPR	JB	\$80	1	6	90	\$115	2	0	M4,N3+2	N11
WR	WW	\$75	---	4	90	\$165	4	0	Q16,Q18+1	L16(\$90)
LPS	MG	\$65	2	3	55	\$199	4	0	C14+1	F17(\$130)
QW	DF	\$60	---	6	55	\$0	1	0	F15+3	A20

OPERATING ROUND 3.2

Private companies pay: GT \$5 (\$89), Butitta \$10 (\$44), Quiet \$10 (\$67), Chinnery \$20 (\$55), and Farrow \$20 (\$46).

GT: Lays tile #38 in N9 (nw). Runs Q8-P2-N11 (\$110). Pays interest of \$20. Pays dividends. (P2 +39, GT +11) Price rises to \$125. Buys no train. (\$84 + 5 - 20 + 11 = \$80)

CPR: Borrows \$100. Buys W&S from Butitta for \$80. Lays tile #4 in M6 (e). Runs M4-N3-Q2 (\$100). Pays interest of \$30. Pays dividends. (JB +30, CPR +10) Price rises to \$90. Buys no train. (\$115 + 100 - 80 - 30 + 10 = \$115)

WR: Borrows \$100. Lays tile #18 in Q16 (nw). Runs N17-Q18-P17 & Q18-Q16-P17 (\$230). Pays interest of \$50. Pays dividends. (WW +92, DC +45) Price rises to \$90. Buys no train. (\$165 + 100 - 50 = \$215)

LPS: Borrows \$100. Lays tile #9 in E14 (sw). Runs Q14-B13 & C14-B13 (\$120). Pays interest of \$50. Pays dividends. (MG +48, DC +12, LPS +24) Price rises to \$70. Buys no train. (\$199 + 100 - 50 + 24 = \$273)

QW: Borrows \$100. Lays tile #124 in F15 (s). LPS connects to St. Thomas! (LPS +\$130) Runs F17-F15-C14-B13 (\$130). Pays interest of \$20. Pays dividends. (DF +52) Price rises to \$65. Buys no train. (\$0 + 100 - 20 = \$80)

SHARE ROUND 4

Zieske buys GT from IO. (\$102 - 100 = \$2; GT treasury to \$100)
Chinnery buys GT from IO. (\$113 - 100 = \$13; GT escrow account to \$11)
Quiet buys LPS from IO. (\$185 - 65 = \$70; LPS treasury to \$468)
Butitta buys CPR from IO. (\$154 - 50 = \$64; CPR treasury to \$205)
Wardelmann buys GT from IO. (\$148 - 100 = \$48; GT escrow account to \$100)
Farrow buys QW. (\$86 - 65 = \$23; QW treasury to \$145)

Zieske passes.
Chinnery sells GT and buys LPS from IO. (\$13 + 125 - 65 = \$73; LPS treasury to \$543) GT price falls to \$110
Quiet buys LPS from IO. (\$70 - 65 = \$5; LPS treasury to \$573)
Butitta passes.
Wardelmann sells GT and buys WR. (\$48 + 110 - 90 = \$69; WR escrow account to \$180; GT price falls to \$100.)
Farrow passes.

Zieske passes.

Chinnery Buys LP5 (670 - 70 - \$5)
All pass. Quint has the priority deal.

PLAYER HOLDINGS: (* = president's certificate; limit = 3)

Quiet	\$5 ea. GLPS*	[priority]
Butitta	\$64 4CPR*	
Wardelmann	\$59 5WR*	
Farrow	\$33 scfl. 5GW*	
Nieske	\$2. 4DT*	
Chinabzu	\$8 nfb. 2WR. 3LPS	

COMPANY STATUS

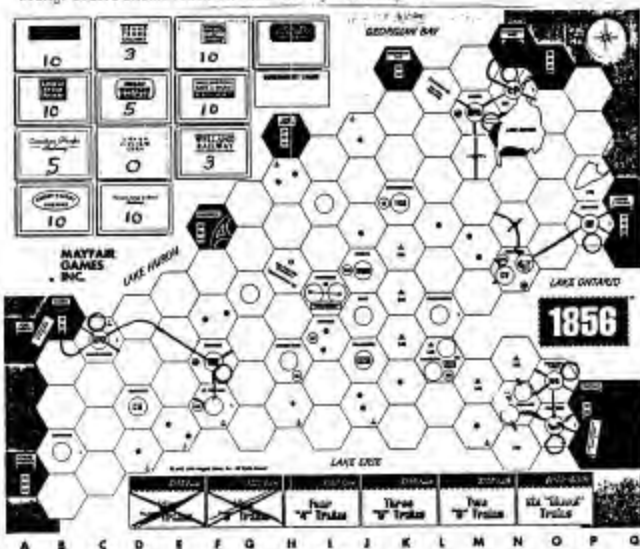
Name	Prod	Value	Pool	ID	Par	Draws	Loans	Trains	Score	Dist
GT	PZ	D100	3	3	100	\$160	2	3	P9.N11+2	K5(\$700)
CPR	JB	C90	---	5	90	\$205	3	3	M6.N3+2	N11
WR	WW	B80	---	5	90	\$215	5	34	D18.D18+1	L15(\$180)
LPS	MQ	G70	1	-	N/A	\$598	5	33	C14+1	---
rw	DC	B85	---	5	85	\$145	2	4	F15+3	A20

TRAINS AVAILABLE: 34,555-56 DD.

The bank has \$10.481.

TILES AVAILABLE: #1(1), #2(1), #3(3), #4(5), #5(1), #6(2), #7(5), #8(13), #9(12), #14(2), #15(3), #16(1), #17(1), #18(1), #19(1), #20(1), #25(4), #24(9), #25(1), #28(1), #27(1), #28(1), #29(1), #35(1), #58(1), #57(3), #58(9), #29(2), #59(1), #131(2)

Don next time: GR4.1 and GR4.2. In would having to write all sorts of conditional orders about track plays in the southwest and around Toronto, why not communicate with one another? And I'm sure Don would be happy to sell that suspension bridge to anyone who makes a generous offer, otherwise he doesn't get to do anything for another 2 months. It looks unlikely that anyone will buy a 5 train soon. We'll break the GR if I'm wrong. Orders should reach Chuck Hanna by 8 January 97.





ERRATA: SLSP is not sold out (only 9 shares are in player's hands)

PLAYER STATUS

Zieske \$67, ORS, 1 KATY, 2 SLSP (VP) <Priority>
 Wordelmann \$54, SC, 3 SLSP (Pres)
 Quiet \$46, 3 KATY (Pres), 1 SLSP
 Hanna \$38, MKT, 3 KATY (VP)
 Farrow \$22, MRB, 1 KATY, 2 SLSP
 Chinnery \$49, GS, 2 KATY, 1 SLSP

CORPORATION STATUS

Corp	Value	IO	Pool	Par	Cash	Trains	Tokens	Debt
SLSP	A90	1	0	\$100	\$720	12	\$12, (2)	M22
KATY	C72	0	0	n/a	\$500	2	\$11, (2)	N1

OR2

Privates pay Zieske \$5, Farrow & Wordelmann \$10, Chinnery \$15, and Hanna \$10.

SLSP: Lay tiles #9 in G12(now) and #57 in H12(now). Run E12-E18 (\$40). Pay dividends (WW+\$12, PZ+\$8, DF+\$4, MQ+\$4, DC+\$4, SLSP+\$4) stock returns to A100. Buy a 2-train (\$720+4-80 = \$844).

KATY: Lay tiles #9 in B7(w) and #4 in B5(e). Run B11-B9 (\$40). Pay dividends (MQ+\$12, CH+\$12, DC+\$8, PZ+\$4, DF+\$4). Price moves to D76. Buy two 2-trains (\$650-160 = \$490).

SR 3

Chinnery, Zieske & Wordelmann pass.
 Quiet sells 1 SLSP (\$62+100 = \$162). SLSP falls to B20. Wordelmann can't price support.
 Hanna, Farrow, Chinnery & Zieske pass.
 Wordelmann has SLSP redeem pool share (\$644-90 = \$554).
 All pass.

KATY is sold out so rises to C82. Quiet has the priority. Due next are orders for OR 3 and SR 4. Company presidents should include contingency orders for price supporting and redeeming their stock.

PLAYER STATUS

Zieske \$64, ORS, 1 KATY, 2 SLSP (VP)
 Wordelmann \$76, SC, 3 SLSP (Pres)
 Quiet \$162, 3 KATY (Pres) <Priority>
 Hanna \$70, MKT, 3 KATY (VP)
 Farrow \$44, MRB, 1 KATY, 2 SLSP
 Chinnery \$76, GS, 2 KATY, 1 SLSP

CORPORATION STATUS

Corp	Value	IO	Pool	Par	Cash	Trains	Tokens	Shares	Debt
SLSP	B90	1	0	\$100	\$554	22	E12, (2)	1	M22
KATY	C78	0	0	n/a	\$400	22	B11, (2)	0	N1

TRAINS AVAILABLE: 233333344444555555566666677777788888899999910,10,12.

The Bank has \$10,534.

TILES AVAILABLE: #1(1), #2(1), #3(3), #4(3), #5(2), #6(0), #7(0), #8(21), #9(21), #55(1), #56(1), #57(3), #58(4), #59(1)

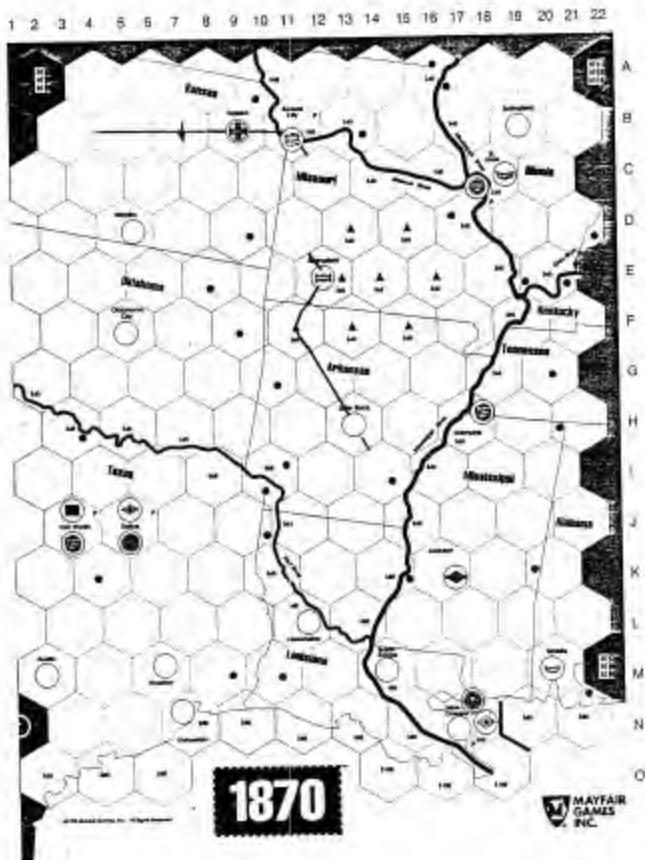
Prices:

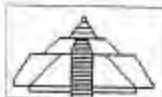
Dan Farrow:

The Saint Louis-San Francisco Railway is interested in purchasing your construction firm known as the Mississippi River Bridge Company. It will pay \$90 (currently the maximum amount allowed by law) to you for it during its turn in the next operating round (OR 3). If you are interested, please inform the GM of your willingness to sell the MRB to the SLSP.

In any case, thank you for your consideration.

Regards,





ADV CIVILIZATION

THERA AGAIN

Turns 9.1-9.10a



TURN 8 (cont):

8.10: RESOLVE CALAMITIES (cont):

Pamnia: Illyria (7) reduces Rome and Tarentum. Africa (2) removes 1T @ Sahara & Sahara.

Slave Revolt has no effect on Illyria.

8.11: BUY C/V CARDS (cont):

Iberia buys CLOTHMAKING for 4 Papyrus and 2 Cu (48)

Illyria discards 3 Papyrus.

8.12: ALTER AST: As given last time.

TURN 9

9.1: FASHION: Assyria collects 10t. Africa & Egypt collect 10t. Crete collects 8t. Iberia & Thrace collect 6t. Babylon elects to collect 5t. Illyria collects 4t.

9.2: POPULATION: Africa, Babylonia, Egypt, Iberia, Illyria, and Crete double. Assyria grows 1T in Armenia, Bithynia, Cyprus, Elam, L. Armenia, Makkop, Van. Thrace doubles everywhere except Crimea, Scythia, and Danube.

9.3: CENSUS:

ILLYRIA (Bryden): 1600 BC, 43T, 4t, 3 cities, 6 cards

BABYLON (Anderson): 1600 BC, 37T, 5t, 5 cities, 5 cards, 110s

THRACE (Zimke): 1600 BC, 33T, 14t, 3 cities, 8 cards

EGYPT (Ringbasser): 2000 BC, 92T, 21t, 5 cities, 8 cards

ASSYRIA (Deb Oshroff): 1200 BC, 28T, 19t, 9 cities, 5 cards, 136 CP

AFRICA (Nset): 1600 BC, 24T, 21t, 5 cities, 6 cards

CRETE (Boym): 1600 BC, 24T, 17t, 4 cities, 8 cards

IBERIA (Farrow): 1600 BC, 20T, 11t, 9 cities, 4 cards, 45 CP

9.4: BOATS: Assyria & Babylon let boats rot. Thrace maintains ship @ Lesbos and builds ships @ Thrace, Ionia, & Byzantium (-7t). Africa spends 2t to maintain boats. Crete maintains ships @ Chalcis & Thera and builds a ship @ Corinth (-4T). Iberia maintains ships at Milazzo & Etruria. Illyria maintains ship @ Belgica, builds ship @ Dalmatia, and lets boats at Tarentum rot (-8t).

9.5: MOVEMENT:

ILLYRIA: 2T Rubicon-Rome, 1T Rubicon-Samnum, 1S Dalmatia-Illyricum, Appollonia-Tarentum, 1T Dalmatia-(e)-Tarentum, 1T Illyricum-(e)-Tarentum, 2T Samnum-Tarentum, 1T Etruria-Rubicon, 2T Padia-Germany, 2T Germany-Pannonia, 2T U Germany-Belgica, 1T L Germany-Belgica, 2T Rhine-U Germany, 2T Cisalpine-Rhine

BABYLON: 4T Sumera-Charez, 2T Chuldes-Charez, 2T Phoenicia-Damascus, 4T Tyre-Sidon, 1T Arabia-Bumeria, 2T Babylonia-Parthian, 1T Midian-Arabia, 1T Jericho-Tyre, 1T Petra-Syria

THRACE: 1T Thrace-Macedonia, 3T Thrace-(e)-Thera, 3T Ionia-(e)-Thera, 1T Lesbos-(e)-Ionia, 3T Byzantium-(e)-Troy, 2T Matala-Thrace, 4T Murena-Byzantium, 2T Danube-Murena, 2T Scythia-Danube, 1T Crimea-Scythia

EGYPT: 2T Ptolemais-U Egypt, 1T Nubia-Ptolemais, 1T E Desert-Ptolemais, 2T Alexandria-Tanis, 2T Tanis-Memphis, 2T W Desert-Alexandria, 1T Sinai-Petra

ASSYRIA: 1A Bithynia-Phrygia, 1A L Armenia-Caucasus, 1A Van-Cilicia, 1A Cilicia-Galatia, 1A Makkop-Kusan

AFRICA: 1S Carthage-Numidia, 1S Carthage-Milazzo, 4T Numidia-(e)-Milazzo, 2T Tunisia-Numidia, 2T E Mauritania-W Mauritania, 1T New Africa-E Mauritania

CRETE: 1S Corith-Delphi-Epirus-Appollonia-Illyricum, 1S Thera-Athens-Chalcis

Thessaly-Chalcis, 1S Chalcis-Etruria-Thera-Knosus-Thera, 2T Thessaly-Macedonia, 2T Phalaros-Knosus, 2T Thessaly to Delphi, 4T Knosus-(e)-Thera, 3T Athens-(e)-Thessaly, 1T Corinth-(e)-Illyricum, 2T Delphi-(e)-Illyricum, 1T Epirus-(e)-Illyricum

IBERIA: 1S @ Milazzo-Campania-Tarentum-Samnum-Rubicon-Pannonia, 2T @ Milazzo-(e)-Pannonia, 1S @ Etruria-Milazzo-Corice-Sardinia-Caralis-Sardinia, 1T @ Massilia-Corice, 1T @ Massilia-Corice, 4T @ Narbo-Massilia, 2T Gaul-Massilia, 2T @ Aquilania-Belgica, 2T @ Tarraconensis-Aquitania, 1T @ Lusitania-Tarraconensis, 1T @ Lugdunensis-Aquitania, 1T @ Rhaetia-Gaul, 2T @ Pyrenees hold, 1T @ Rhaetia, Lusitania, & Lugdunensis hold

9.6: CONFLICT: Petra (-1 Sp, -1 Ba), Thera (-3 Th, -4 Cr), Macedonia (-2 Th, -2 Cr), Belgica (-2 Ib, -1 Il), Pannonia (-2 Ib, -1 Il), Myrcum (-1 Il, -1 Cr)

9.7: CITIES: Thrace builds Troy, Byzantium, Iberia build Massilia, Illyria builds Rome and Tarentum, Babylon builds Charez, Damascus & Sidon

9.8: STARVATION: Africa removes 2T @ Milazzo & Cyrenaica, Egypt removes @ Gaza, Thrace removes 1T @ Troy & 2T @ Thera, Crete removes 1T @ Illyricum & 1T @ Thessaly, Illyria removes 1T @ U Germany, L Germany, Belgica, Etruria, & Rhine

9.9: TRADE: Egypt buys gold (-16t)

Das next are your orders for the Trade Phase at Turn 0. Those with non-tradable makers should include orders for resolving them.

THE BOARD

AFRICA: C @ Carthage, Cirta, Cyrene, Palermo, Thapsa; Tripoli: S @ Milazzo, Cyrenaise; 2T @ Cyrenaise, Milazzo, Numidia, Tunisia, W Mauritania; 1T @ E Mauritania, Jelo, Libya, New Africa, Sahara, Subsets, Tripolitania

ASSYRIA: C @ Ankara, Antioch, Gordium, Kanesh, Miletus, Nineveh, Salamis, Snoop; 3T @ Armenia, Eam, Van; 2T @ Bithynia, Cilicia, Cyprus, Galatia, Media, Mikop; 1T @ Cappadocia, Caucasus, Kuban, L Armenia, Lycia, Nalchik, Phrygia. **MYSTICISM.**
ASTRONOMY

BABYLON: C @ Aleppo, Babylon, Carrhae, Damascus, Mari, Sidon, Suse; 3T @ Syria; 2T @ Babylonis, Chaldeas, Parthia, Phoenicia, Sumeria, Tyre; 1T @ Arabia, Jericho, Midian. **COINAGE**

CRETE: C @ Argos, Eretria, Rhodes, Sparta; 1S @ Chalchis, Illyricum, Thera; 2T @ Chalchis, Delphi, Illyricum, Knossos, Pharsalos; Thessaly; 1T @ Athens, Corinth, Epirus.

EGYPT: C @ Bubon, Jerusalem, Sardinia, Sora, Thebes; 4T @ U Egypt; 3T @ Tanis; 2T @ Alexandria, Fayum, Ptolemais; W Desert; 1T @ E Desert, Oasa, Memphis, Nubia, Sinai.

IBERIA: C @ Corduba, Eborac, Hispania, Maesilis, New Carthage; 1S @ Balaeres, Pannonia, Pyreneas, Sardinia; 3T @ Aquilana; 2T @ Pyreneas; 1T @ Caralis, Coreice, Gaul, Lugdunensis, Narbo, Lumbana, Rheitia, Tarraconensis. **CLOTHMAKING.**

ILLYRIA: C @ Appollonia, Ithaca, Roma, Tarantum; 1S @ Tarantum & Belgio; 4T @ Pannonia; 3T @ Belgio; L Germany, Rubicon; 2T @ Dacia, Etruria, Germany; 1T @ Dalmatia Rhine, Semnium, U Germany

THRACE: C @ Bysantium, Sardes, Thessalonica, Troy, Tyres; 3S @ Thera; 1S @ Troy; 2T @ Danube, Moesia, Thera, Thrace; 1T @ Crimea, Ionia, Lesbos, Scythia.

PRESS:

Way to go, Singimal!

Africa is looking for wine.

Thrace: Want cloth.

Your Cards are:

Illyria & Crete (4) draw from Stacks I-IV. Stack I is exhausted. Iberia, Thrace, & Egypt (5) draw from Stacks II-V. Africa (6) draws from Stacks II-VI. Assyria (8) draws from Stacks II-VIII. Stack V is exhausted. Babylon (8) draws from Stacks II-IV & VI-VIII.



"What did you do before fire was invented?"



DUNE

Fight in FWW

TURN 5



THE CAST

ATREIDES (Fisher): KH, 2L, 14S, 2C, 8T @ Arrakeen, 6T @ Faise Wall East(a6*).
EMPEROR (Deb Osborne): 42S, 4C, 6T & 3* @ Habbanya Ridge Sitch, 8T & 2* Habbanya Flat, 1T @ Hagg Basin(a5).
FREMEN (Anderson): 9S, 2C, 5T @ Sitch Tabr, 1T @ Funeral Plain, 5T @ Rock Outcroppings.
GUILD (Wilson): 5S, 2C, 6T @ Tusk's Sitch.
HARKONNEN (Byden): 8S, 8C, 6L, 9T @ Carthag.
IX (Narhi): 12S, 3C, 3T @ Polar Sink.
TANKS: 6A, 4T, 3D, 7H, 6I; Lady J, B Raban, G Halteck, Colonel

TURN 5

1. The **STORM** moves from Sector 2 to Sector 4.
2. **SPICE BLOW**: Shai Halud appears in Sihaya Ridge(6), Hagg Basin(6) and Habbanya Ridge Flat(10) have Spice Blows. We have a nexus! Fremmen and Emperor ally. Atreides and Guild remain allied. Harkonnen tries to ally with IX but is met with silence.
3. **BIDDING**: There are 4 cards available
 Guild bids 4S, F bids 2, G bids _____ (4S to 2)
 G bids 4S, F bids 2, A bids 1, O bids _____ (4S to 2)
 A bids 4S, F bids 2, A bids _____ (4S to 2)
 F bids 2, F bids _____ (2S to 2)
4. **REVIVAL**: Arrives 2T, F 3T, G 5T (-4S), H 2T, I 2T.
5. **SHIPPING**: Guild opts to go last. H ships 3T to Carthag (5S to G). G ships 2T to Tusk's Sitch (-1S). I ships 6T to Arrakeen (5S to G).
6. **MOVEMENT**: E moves 3T & 2* from Habbanya Ridge Flat to Faise Wall West(a17). H moves 6T from Carthag to Hagg Basin. A moves 6T from Faise Wall East to Faise Wall West(a17). F moves 2T Funeral Plain to Sitch Tabr. G moves 2T from Tusk's Sitch to Faise Wall South(a5). A moves 6T from Arrakeen to Shield Wall.
7. **COMBAT**: 3 (3T & 2*) vs A (6T & 2) at Faise Wall West.

Due next time are orders for any voluntary actions from Turn 5 Combat to Turn 5 Spice Blow. We will stop for any combat. Please specify what sectors your troops are in.

ATREIDES (Fisher): KH, 2L, 10S, 3C, 8T @ Arrakeen, 6T @ Faise Wall West(a17*).
EMPEROR (Deb Osborne): 5S, 4C, 6T & 3* @ Habbanya Ridge Sitch, 5T Habbanya Flat, 2T & 2* @ Faise Wall West(*).
FREMEN (Anderson): 9T, 3C, 5T @ Sitch Tabr, 5T @ Rock Outcroppings.
GUILD (Wilson): 5S, 4C, 6T @ Tusk's Sitch.
HARKONNEN (Byden): 5S, 8D, 6L, 6T @ Carthag, 6T @ Hagg Basin.
IX (Narhi): 17S, 3C, 3T @ Polar Sink, 3T Shield Wall.
TANKS: 4A, 1T, 2D, 5H, 4I; Lady J, B Raban, G Halteck, Colonel

LEGEND: * = started token, (a) = aggressor, A = Atreides, C = card, E = Emperor, F = Fremmen, G = Guild, H = Harkonnen, I = IX, KH = Kwisatz Haderach, L = leaders, S = spice, sf = sector #, T = tokens.

STELLAR CONQUEST

JAMES T KIRK --Due next time are



BRITANNIA

Turns 7 & 8
455-560 A.D.



The Cast:

PURPLE: Paul Szekely
GREEN: Peter Boyum

BLUE: Shane Beck
RED: David Anderson

The Board:

ROMANO-BRITISH (0): Arthur & 1C @ S Merina.
WELSH (2): 2A @ Cornwall, Devon, Dyfed, Gwent, Gwynedd, Powys; 1A @ Clwyd.
BRIGANTES (2): 1A @ Galloway; 1A, 1 @ Pennines.
PICTS (0.5): 2A @ Dalriad, Skye; 1A @ Alban, Caithness, Moray, Moray.
CALEDONIANS (2): 2A @ Hebrides; 1A @ Orkneys.
IRISH (1): 1A @ Atlantic; 1A Cumbria.
SCOTS (0): 2A @ Strathclyde; 1A @ Fergus @ Irish.
JUTES (0): 2R @ Channel.
SAXONS (0.5): 2A @ Frisia; 1A @ Arlon, Downlands, Kent, Lindsey, N Mercia, Sussex, Wessex.
ANGLES (1): 2A @ North; 3A @ York; 1A @ Dunedin.

Score: Purple 47, Green 34, Blue 18, Red 16.

Turn 7 (concluded)

PICTS (0.5): Grow 3 Pop Pts. Add 1A @ Alban, Hold.
CALEDONIANS (2): Grow 1 Pop Pt. 1A @ Orkneys, Hold.
IRISH (1.5): Grow 1 Pop Pt. 1A @ Atlantic-Cumbria.
SCOTS (0): Grow 1 Pop Pt. 1ST WAVE: 2A @ Strathclyde-Dunedin (2.1, 5, 6.2 - Sect. -1 Angle); 1R, 3A @ Fergus @ Irish-Strathclyde-Dunedin-Alban (6.4, 4, 1.5 -1 Pict -1 Sect). 2ND WAVE: 1A Dunedin-Strathclyde, 2A @ L. Alban-Dunedin, 1A Alban.
JUTES (0): 2A @ Channel-Kent (6.4, 3 -1 Saxons).
SAXONS (0.5): Grow 5 Pop Pts. Add 1A @ Downlands, 4A @ Frisia-Essex-S Mercia (4.3, 3, 3:6+1, 4, 3, 2/4+1; 6.5, 5, -3 Saxons. -1 RB Car & Arto, +5 VP; 1A R Frisia-Kent (0.5, 2 -2 Jutes), Jutes & RPs are extinct.
ANGLES (1): Grow 1 Pop Pt. 2A @ North-Bernicia, 2A North-Lothian, 2A North-N Mercia (3, 2, 2 Saxon retreats to Lindsey), 2A North-Norfolk. Angles are overpopulated and must lose one unit.

VICTORY POINTS: Purple (Scots: 4) +4; Green (Welsh: 8; Caledonians: 4) +12; Blue (Picts: 5; Angles: 11) +15; Red (Brigantes: 3; Irish: 2; Saxons: 9.5) +14.5.

Score: Purple 51, Green 36, Red 35.5, Blue 34.

Turn 8

WELSH (2): Grow 6 Pop Pts, but are at max. Hold.
BRIGANTES (2): Leader dies. Grow 1 Pop Pt. Add 1A @ Pennines.

Due next time are orders for Picts through Angles for Turn 8 and RBs. Welsh and Brigantes for Turn 9. Don't forget to eat that extra Angle.

Score: Purple 51, Green 36, Red 35.5, Blue 34.

The Board

WELSH (2): 2A @ Cornwall, Devon, Dyfed, Gwent, Gwynedd, Powys; 1A @ Clwyd.
BRIGANTES (0): 1A @ Galloway; 3A @ Pennines.
PICTS (0.5): 2A @ Dalriad, Skye; 1A @ Caithness, Moray, Moray.
CALEDONIANS (0): 2A @ Hebrides, Orkneys.
IRISH (1): 1A @ Atlantic, 2A Cumbria.
SCOTS (0): 1A @ Strathclyde; 2A @ Fergus @ Dunedin; 1A @ Alban.
SAXONS (2.5): 1R @ Frisia; 2A @ Downlands, Lindsey; 1A @ Arlon, Kent, 5 Mercia, Sussex, Wessex.
ANGLES (2): 3A @ York; 2A @ Bernicia, Lothian, N Mercia, Norfolk; 1 @ North.

Legend: A = army, L = leader, R = raider, (#) = population points, r ??? = retreats to ???.

Dress:

Blue to all: Spending 30 days in a muddy field in Korea isn't exactly my idea of fun.

GM-Blue: Perhaps you'd rather be baking in Saudi Arabia or freezing in Spook?



MAGIC REALM

GM Wrong!!

Sinplomo Is Stewmeat!

EVENING 17 / DAY 18



THE CAST:

Dave Anderson:
John Butts:
Marek Carbonneau:
Dan Chinnery:
Dan Farrow:
Dan Osborne:
Debbie Osborne:

Bennis the Berserker
Willie the Pilgrim
Amber Rose the Amazon (deceased)
Raul the (optional) Wizard (deceased)
Sinplomo the Sorcerer (aka Micky, deceased)
Smaug of the Dark Helms, a Black Knight
Thorn of the Grotto, an Amazon (deceased)
Sywan the (optional) Druid

ERRATA: Dan F has pointed out that a multiple Fiery Blast cannot be cast from ambush, but must be cast in the open, after which the surviving four goblins chop Sinplomo up into stewmeat. Actually, there's a 1.04% chance he could survive one round then "Pop a Purple" to escape or Blast again, but it was a suicide move anyway. RIP, Sinplomo.

EVENING 17

AT CV4: Willie casts "Small Blessing" using his MAGIC 16* and WHITE 6* result 3,1 = 4. Wish for Health: both his MAGIC 16* and WHITE 6* result 3,1 = 4.

MONSTER ROLL = 3

DAY 18

Willie @ CV4: W(3,2 = y), R, SPX, BP(convert MAGIC 16* to WHITE)
Smaug @ BY2: R(F,4 = n), MBVS, T, T
Bennis @ CV2: R(forged MOVE T4**), R, R, R(rounded FIGHT T4** to normal) R(rounded FIGHT H4* to forged)
Sywan @ CV1: 1/4 = y), R(MAGIC 16*), SPX, BP(convert MAGIC 16* to GRAY)

MONSTER ROLL = 2

COMBAT: Smaug prays with the Order (2-1). Smaug may use his two trade phrases to try to buy any of the Order's wares.

Due next time are orders for Evening 18 and Day 19.

PRESS: Willie falls on his knees and beseeches the great gods of chance to perhaps let their significant others roll the dice.

DEAD PILL: Ralph, Roger & Raul: Ponies BQ & B2-B5, H dragon, two H flying dragons, two H spiders, three bats, two axe-goblins.

BOARD NOTES:

Nut Woods, Cliff, and Caves are enchanted. A bat is at DW1. The Order has Cloven Hoof (BLACK +1 to all rolls) at the Chapel. There are two H trolls & the Altar at Pu1. The Lost Castle is at Cr1. Two ghouls haunt DV2. The Pool at Cefra T Trail is at Cx3, a short sword, helmet, and breastplate are at Cx4 and Cr5. There is a T dragon at C12, and the 7F Dragon at the Board at BL5. The Small Campfire & the Deathkiss are at NW5. Cr5 has a T spider, and the Cairns. Two small treasures are abandoned at the Inn. Large Campfire is at LW1. Lost City is HP3 with the Vault, the Lair and a T dragon. The Shrine, a six-pack of spear goblins is at HP4. The Statue is at Cr2. Giants are at Lx4 and Cr6. Four axe-goblins are chasing down in HP5.

The Order has: 1 great sword, 1 suit of armor, 1 great axe, 1 heavy crossbow, 1 morning star, 1 war horse, the Cloven Hoof, and _____

Press:

Obituary from the "Paper of the Realm" -- Dead Sinplomo, aged 16 days. In the bravest move of his short life, Sinplomo was overcome while trying to rid the realm of those mean, nasty, smelly and otherwise socially unacceptable axe-wielding goblins. The fatal mistake came when his position of ambush was accidentally revealed in the glow of his "Fiery Blast" spell. The goblins that survived the initial blast overwhelmed and brutally murdered the kind and much-braved sorcerer.

Obituary from the "Goblin Globe" -- Deceased brothers Og and Greg Ax in an act of cowardice, the well-respected Axe brothers. Og and Greg were cut down in the prime of their lives. They were murdered by that mean, nasty, smelly and otherwise socially unacceptable sorcerer.

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THE BOTTOM LINE

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TABLE OF CONTENTS

Addresses

p 19

ADVANCED CIVILIZATION

pp 14-15

BRITANNIA

p 17

DIPLOMACY

"Boris IX"

p 2

"Boris X"

p 3

DOWN WITH THE KING

p 5

DUNE

p 16

1830

p 8-9

1856

p 10-11

1870

p 12-13

HISTORY OF THE WORLD

p 4, 2

LIFTOFF!

pp 6-7, 9

MAGIC REALM

p 18

STELLAR CONQUEST

p 16

FIRST CLASS MAIL